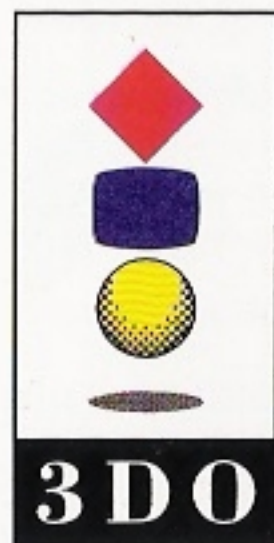




PF Magic™

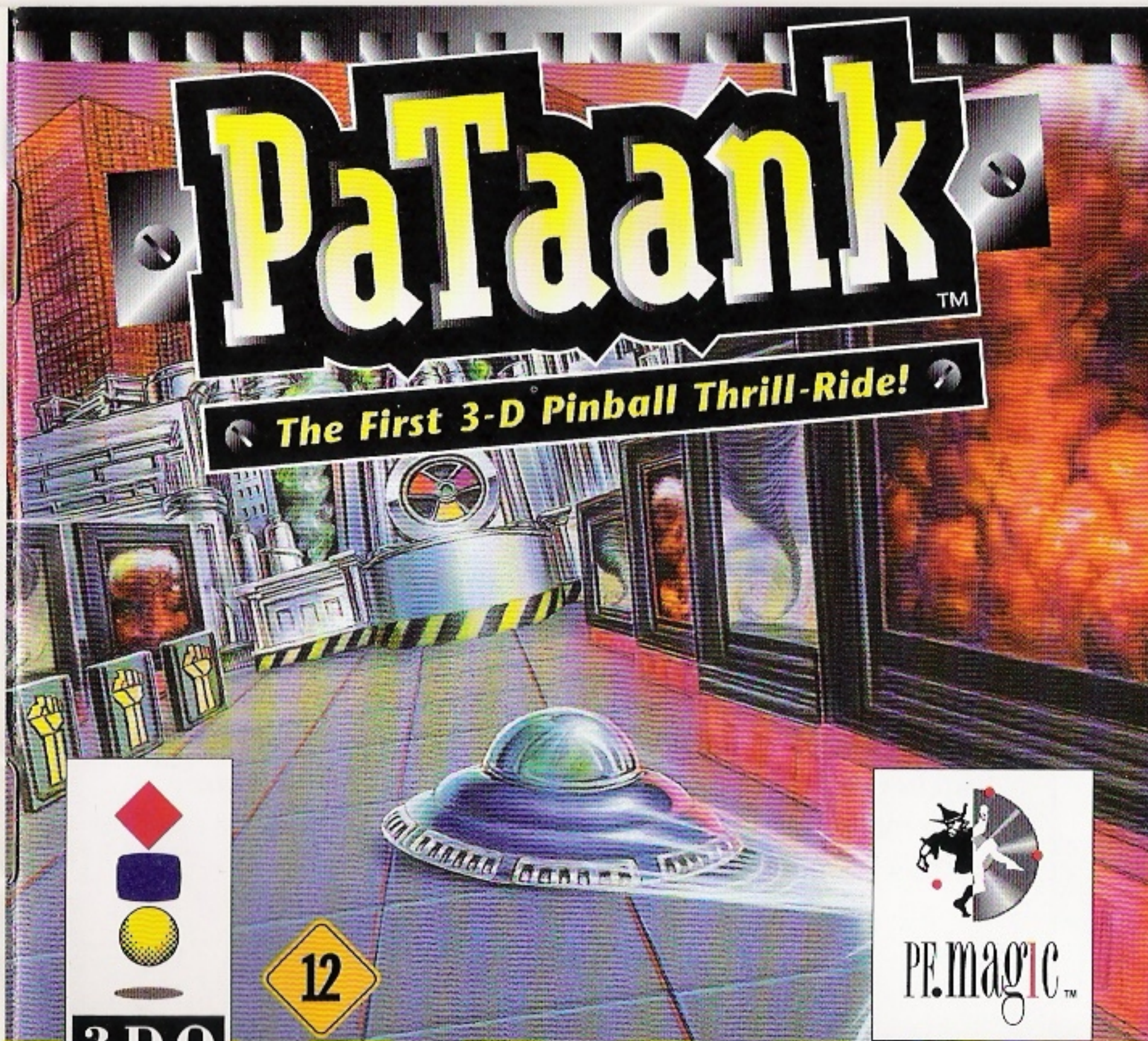


3DO, the 3DO logos and Interactive Multiplayer are trademarks of The 3DO Company

**PF. Magic**  
PO Box 340  
564 Mission Street  
San Francisco, CA  
94105

# PaTaank™

**The First 3-D Pinball Thrill-Ride!**



GUIDANCE FOR  
12 & UNDER



**DANGER! HIGH SPEEDS INSIDE!**



## Warning:

Read Before Using your 3DO Interactive Multiplayer™ System

*A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.*

# PaTaank™

The First 3-D Pinball Thrill-Ride!



PF.MAGIC™



# Table of Contents

<i>Welcome</i>	4
<i>Getting Started</i>	5
<i>Game Options</i>	6
<i>Controls</i>	7
<i>Playing Screen Features</i>	8
<i>Game Elements</i>	9
<i>The MetaGame</i>	11
<i>Surf Room</i>	13
<i>Carnival O' Luv Room</i>	15
<i>Disaster Room</i>	17
<i>Credits and Taank You's</i>	19

## Warning

*PaTaank contains Explicit, In-Your-Face 3-D Action, Lightning-Fast Turns and High-Speed Jumps. Not recommended for Mild-Mannered, Lily-Livered, Weak-Kneed, Feeble-Minded, Faint-Hearted Folks with Bad Backs, Bad Breath or Bad Gas.*



## Welcome to PaTaank (Puh-TONK)

*You're about to embark on a high speed thrill-ride through 3 levels of kinetic bone jarring 3D pinball. You'll experience this game from the ball's point of view, slamming into walls and bumpers, crashing into targets, and blasting through tunnels and chutes. PaTaank is like no pinball game you've ever seen or played before.*

*PaTaank has three unique pinball levels to challenge you. Take the challenge of the Surf Room and shoot the curl on the ultimate wave to become the Big Kahuna. Or test your skill in the Carnival 'O Luv and see if you're hot enough to set the heart on fire. For major mayhem, try reaching critical stage in Disaster Central.*

*You can take on each of these levels separately, or play all three together in the MetaGame with its hair raising tunnels and chutes.*


*So pick your game, strap yourself in and get ready for the pinball thrill-ride of your life!*




# Getting Started

After the opening screens, you may skip the introductory animation by pressing any button on the control pad.

At the main menu you can choose the single player mode or select up to 4 players to compete against for high score. You can also go to the Options or Help menus from the main menu.

To return to this menu from the other menus, press STOP. 

To begin a game from this menu, press START. 



# Game Options

Difficulty - Easy Mode - a good way to learn the ropes.

- Pucks 5
- Thrusts 20
- Magnetos large area
- Gravity normal pull
- Drain small

Hard Mode - for those who can rely on skill alone.

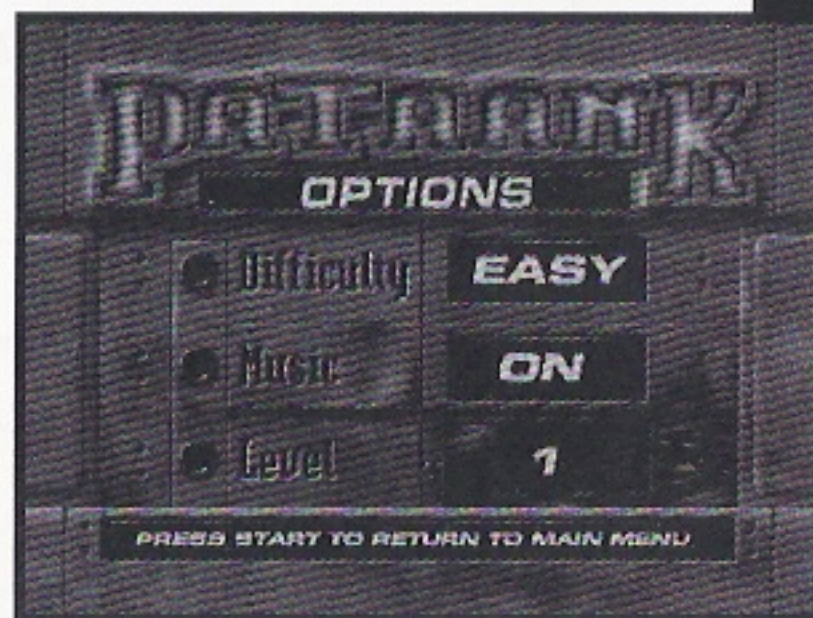
- Pucks 3
- Thrusts 10
- Magnetos small area
- Gravity strong pull
- Drain large

Music -

Toggles music and voice on and off.

Levels -

You may choose to play a single game level, or all three at the same time (MetaGame).





# Control



## Control Pad

- Left/Right
- A button
- B button
- C button
- Left/Right shift

Rotates puck left/right 90 degrees  
 Turns on magnetos (while held)  
 Thrusts puck forward (limited #)  
 Cycles lane lights and target lights  
 Nudges puck left /right  
 (Nudging increases your chance of tilting the game.  
 If you tilt, your puck will drain.)

- Start button

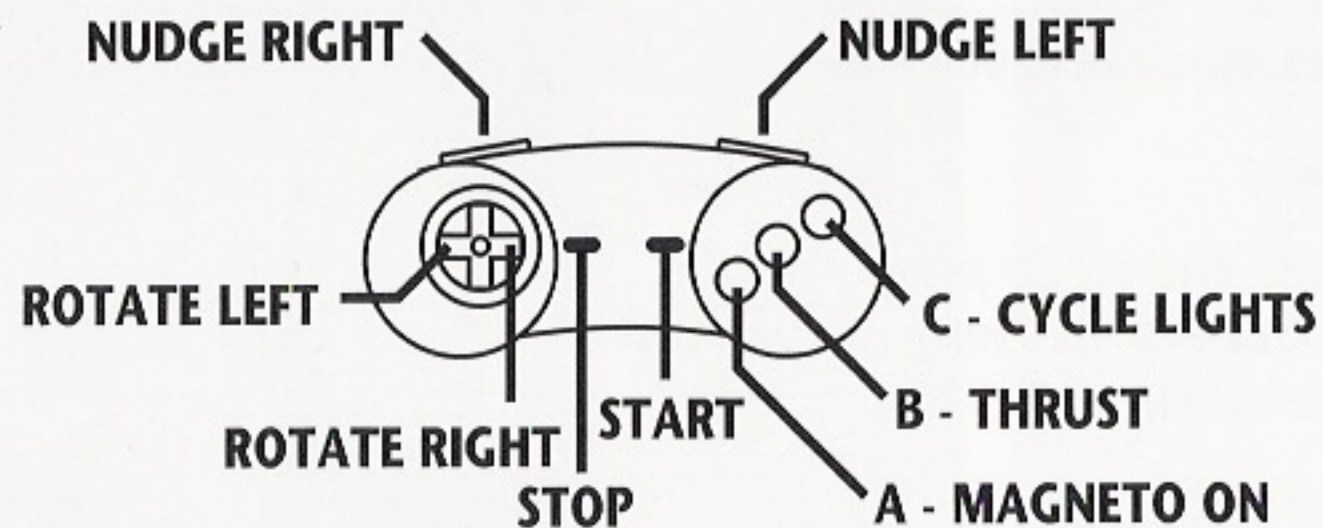


To Begin Game, or Pause during game

- Stop button



To Return to Main Menu from other menus



# Playing Screen Features



Player	Score	Pucks	Thrusts	High Score
--------	-------	-------	---------	------------

## Score

- To the far left is the current player's score.

## Pucks

- You have 5 pucks in easy mode and 3 in hard mode.
- Each time you drain, you lose one of your pucks.
- If you drain in the first 10 seconds of play, you won't lose your puck and can try again.
- Free pucks may be won in each level.



## Thrusts

- When you start each puck has a limited number of thrusts.
- Magnetos recharge your puck with small amounts of thrust power.
- Larger recharges can be scored through specials in each level.



## High Score

- To the far right is the current high score for this session.

To position the score display properly on your television, press Pause, then position the display using the up or down arrows.



# Game Elements

## Magnetos

- The blue areas on the floor are magnetos.
- Holding the A button turns on the magnetos. (You can release the A button, once you've landed on a magneto.)
- When a magneto is on, it will attract your puck if it's nearby and capture it. The only way to leave a magneto is to thrust off of it.

## Drain

- Gravity is constantly at work pulling you backwards towards the drain.
- The drain is always behind you, so listen for the warning siren. When you hear the warning, use thrust (B button), or press and hold the A button and catch a magneto.
- Some drains are equipped with blockers that you can set with the right combination of moves. Blockers are only temporary.

## Bonus Multiplier Lanes



- Each level has a set of three lanes at the top of the playfield. Light up all three lanes to advance the bonus multiplier.

## Tunnels



- In single level play, the tunnels take your puck from the top of the game level back to the bottom where the puck re-enters.
- In the MetaGame the tunnels take you to the Nexus which connects all three levels.

## Targets



- Anything can be a target. As a rule, hit flashing items.
- As you become more proficient, you'll learn which targets are worth the most, and you can plan your shots around specials and bonuses.

## Objectives



- Each game level has its own objective, and to win you must rack up points by hitting targets and collecting bonuses and jackpots.



# The MetaGame



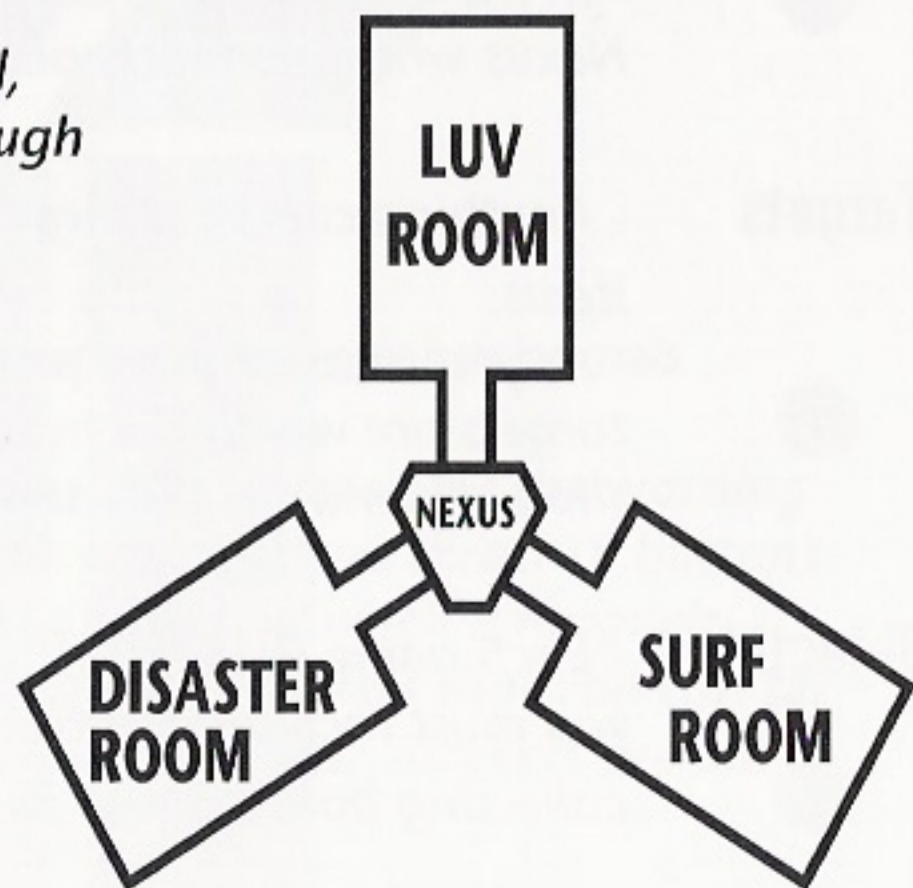
-To win the MetaGame you must visit all three levels and achieve the Super Special in each:

Surf Room: Become the Big Kahuna  
Carnival O`Luv: Set the Heart on Fire  
Disaster Level: Destroy Disaster Central

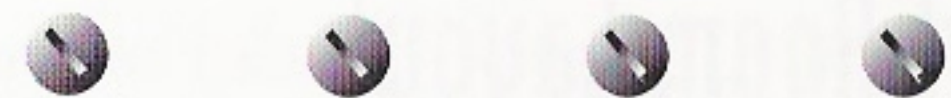
After completing each level,  
proceed to the Nexus through  
the nearest tunnel.

## The Nexus

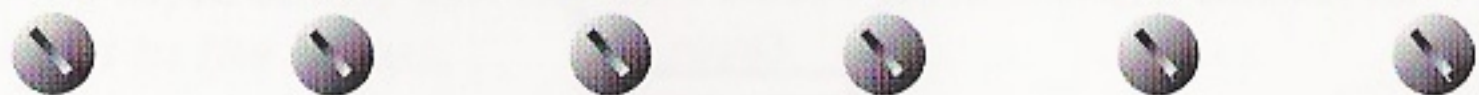
- PaTaank's central  
exchange. Choose  
your next level by  
entering the  
appropriate door.



# Hall of Fame

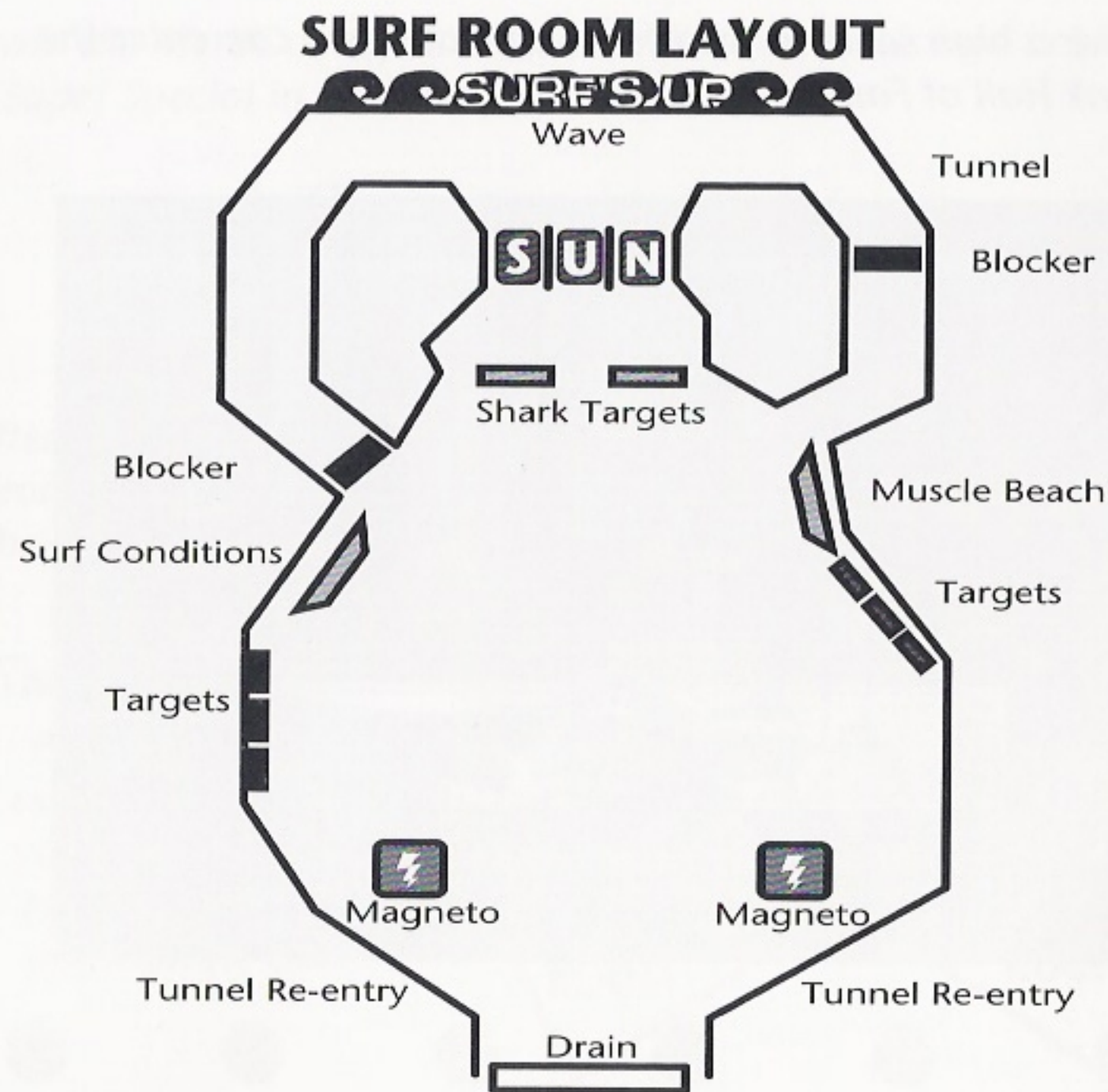


- Achieve a high score in the MetaGame and you can enter the PaTaank Hall of Fame!





# Surf Room Layout



# Surf Room



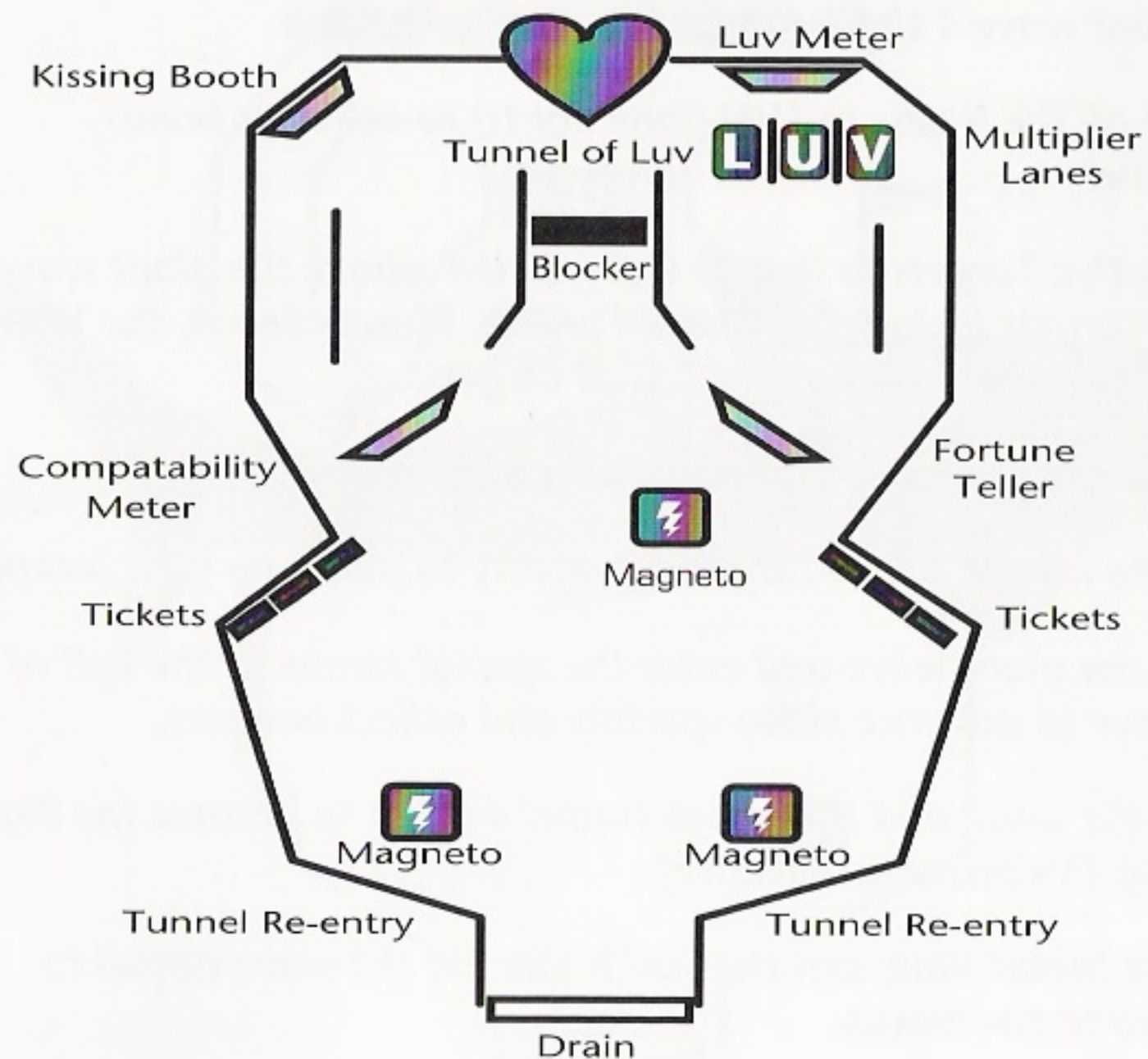
- **OBJECTIVE:** Become the Big Kahuna. Spell SURF'S UP and surf the giant wave 4 times to become the Big Kahuna.
- Light all the letters in SUN (lane lights) to advance bonus multiplier.
- Hit Active Targets to light S-U-R-F-S -U-P above the giant wave. Active targets include the Shark Targets, Muscle Beach, the Wave Meter, and the flashing "feet" wall targets.
- Check out the Surf Conditions for random bonuses.
- Hit the Muscle Beach target repeatedly to pump up your jackpot.
- Ride the giant wave and enter the special tunnel at the end of the wave to advance video specials and collect bonuses.
- Ride the wave and the bonus tunnel 4 times to become the Big Kahuna (MetaGame objective).
- In the MetaGame, exit the Surf Room via the wave tunnel to proceed to the Nexus.



# Carnival O' Luv Room Layout



## CARNIVAL O' LUV LAYOUT



# Carnival O' Luv



- **OBJECTIVE:** Set the giant Heart on Fire. Ride the Tunnel O' Luv and hit the Luv Meter 4 times to set the Heart on Fire.

- Light all the letters in LUV (lane lights) to advance the bonus multiplier.

- Hit the standing wall targets to activate specials. Each target equals one ticket value. Use "tickets" to activate specials.

- Kissing Booth (1 "ticket"): Recharges your energy and gives bonuses.

- Fortune Teller (2 "tickets"): Activates random specials.

- Compatibility Meter (4 "tickets"): Advances Jackpot and activates random specials.

- Tunnel O' Luv (6 "tickets"): ride the Tunnel O' Luv for bonus points and to activate the Luv Meter.

- Luv Meter: After riding the Tunnel O' Luv, immediately hit the Luv Meter to advance your Luv Ranking from Clammy to Sizzling. If you're Sizzling when you ride the Tunnel O' Luv, you'll Set the Heart on Fire (MetaGame objective).

- In the MetaGame, exit the Carnival O' Luv via the Tunnel O' Luv to proceed to the Nexus.



# Disaster Room Layout



## DISASTER ROOM LAYOUT



# Disaster Central



- **OBJECTIVE:** Destroy Disaster Central. Spell DISASTER and hit the Panic Button to enter Disaster Central. Disable Central Core and return to main room 4 times to destroy Disaster Central.
- Light all letters in ZAP (lane lights) to advance bonus multiplier.
- Hit drop targets to activate ramp.
- Use the ramp (when active) to hit special warning symbols and trigger Torcano\* and Demolition Specials.
- Hit standing targets, drop targets, and specials to spell D-I-S-A-S-T-E-R.
- When DISASTER is lit, hit the Panic Button to activate the special shot to Disaster Central.
- When in Disaster Central, hit all 6 sides of the rotating Central Core (changing them from green to red) to trigger an Omni Destruction Mode special.
- During the Omni Destruction Mode special, hit all flashing targets to activate video specials and collect bonus points!
- Each Omni Destruction Mode special advances your Crisis Level. Advance crisis level to critical to blow up Disaster Central (MetaGame objective).
- In the MetaGame, use the ramp to proceed to the Nexus after blowing up Disaster Central.

\*A Torcano is a combination Tornado and Volcano, which, while quite rare, can be very nasty! A Torcano is also a fiery beverage popular with the PaTaank development team.



# PaTaank Credits

Original Game Design and Project Technical Lead:  
Joel Dubiner

Executive Producers:  
Rob Fulop  
David Feldman

Producer:  
Curtis Norris

Programming:  
André Burgoyne

Additional Programming:  
Joel Dubiner  
Les Hedger  
Christina Garden  
Paul Wilkerson  
Andrew Kaluzniacki

Visual Design and Direction:  
Charles Hacskaylo

Art & Design Team:  
Charles Hacskaylo  
Lisa Wong  
Joel Dubiner  
Curtis Norris

Special Taanks to:  
John Scull  
Jim Guerard  
Brooke Boynton

- Level Design, Streaming, Audio  
- Shell, Level Design, Tunnels  
- Mathematicist  
- Streaming, Tools  
- Beneficent Physicist

- Senior Artist, Video Specialist  
- Artist, Stream Baron  
- 3D Kinetic Design  
- Level Design

Technical Support:  
David Feldman  
Jacek Adamiec  
Jim Stiefelmaier

Testing:  
Mike Palser

Data Wranglers:  
Lisa Wong  
Curtis Norris  
Paul Wilkerson

Pinball Wizard:  
Milt Loper

Music and Sound Effects by Interactive Audio:  
Gary Levenberg- *Producer*  
Nicolaas tenBroek- *Composer*  
Adam Rossi- *Mix Engineer, Sound Design*  
Jesse Osborne- *Sound Design*  
Shelby Gaines- *Musical Assistant Producer*  
Tree- *Voice Talent*  
Les Hedger- *Additional Voice*

Film Images through:  
Budget Films, Los Angeles, CA

Marketing:  
Brooke Boynton  
John Scull  
Mitch Kampf

Public Relations:  
Torme & Company

Package Design:  
The Mednick Group

Special Taanks to 3DO, especially:  
*Carol Biersch, Greg Richardson, John Edelson, Neil Day, Phil Burk, Steve Fowler, Paula Lorenz, Randy Garland, Don Jaworski, Anup Murarka, Al Chang, Tony Miles, Charles Remington, Darrin Gibbs, Dave Maynard, Steve Beeman, Rich Shane*

Special Taanks to  
Crystal Dynamics, especially:  
*Chris Morse, Alan Chaplin (and the Crystal sales team!), Rob Dyer, Susan Bowman, Laila Atassi*

Of course Very Special Taanks to  
the rest of the PF. Magic staff :  
*Noah Anglin, Ted Barnett, Julie Chauss, Tom DeBry, Teri Keyser, Keith Kirby, Dan Lopez, Kim Reiss, Brenda Ross, Frank Saxon, Andrew Stern, Kelly Turner, Daphne West Jackson*

Taanks to:  
*Quilty, Mark Skinner, Marta Swinney, Jay Bass, Charlene Christman, Peter King, Morris Meyer, Gage Taylor, David Mandala, Debra Nathan*

*Dedicated to Edna Liebman*





## PF. Magic Limited Warranty

PF. Magic warrants to the original purchaser of this PF. Magic software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This PF. Magic software program is sold "as is," without express or implied warranty of any kind, and PF. Magic is not liable for any losses or damages of any kind resulting from use of this program. PF. Magic agrees for a period of ninety (90) days to replace, free of charge, any PF. Magic software product, postage, paid, with proof of purchase, at the PF. Magic warranty department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the PF. Magic software product has arisen through abuse, unreasonable use, mistreatment or neglect.

Return defective media to PF. Magic. You must include a dated proof - of - purchase, a brief statement describing the defect, and your return address.

### LIMITATIONS

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE PF. MAGIC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL PF. MAGIC BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PF. MAGIC SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

### RETURNS AFTER WARRANTY

To replace defective media after the ninety (90) day warranty period has expired, send the original compact disc to the address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00, made to the order of: PF. Magic, PO Box 340, 564 Mission Street, San Francisco, CA USA 94105

### End User Notice

#### NOTICE

THE 3DO COMPANY SHALL NOT BE LIABLE TO THE END USER FOR ANY LOSS OF DATA, LOST PROFITS, COST OF SUBSTITUTE GOODS, OR OTHER CONSEQUENTIAL, INCIDENTAL, SPECIAL, PUNITIVE, OR OTHER DAMAGES OF ANY KIND ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE.

THE 3DO COMPANY MAKES NO WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, REGARDING THE SOFTWARE, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR ANY PARTICULAR PURPOSE, OR ANY EQUIVALENT WARRANTIES UNDER THE LAWS OF ANY JURISDICTION.

DO NOT USE A FRONT OR REAR PROJECTION TELEVISION WITH THIS PRODUCT. YOUR PROJECTION TELEVISION SCREEN MAY BE PERMANENTLY DAMAGED IF STATIONARY SCENES OR PATTERNS ARE PLAYED ON YOUR PROJECTION TELEVISION. SIMILAR DAMAGE MAY OCCUR IF YOU PLACE THIS PRODUCT ON HOLD OR PAUSE. IF YOU USE YOUR PROJECTION TELEVISION WITH THIS PRODUCT, NEITHER THE 3DO COMPANY NOR PF. MAGIC WILL BE LIABLE FOR ANY RESULTING DAMAGE. THIS SITUATION IS NOT CAUSED BY A DEFECT IN THIS PRODUCT OR THE 3DO SYSTEM; OTHER FIXED OR REPETITIVE IMAGES MAY CAUSE SIMILAR DAMAGE TO A PROJECTION TELEVISION. PLEASE CONTACT YOUR TV MANUFACTURER FOR FURTHER INFORMATION.

THE EXECUTION OF SOFTWARE WITH THE 3DO SYSTEM INVOLVES THE USE OF PATENT RIGHTS, GRANTED OR APPLIED FOR, IN CERTAIN COUNTRIES. A PURCHASER OF THE 3DO SYSTEM IS LICENSED TO USE SUCH PATENT RIGHTS WITH SOFTWARE LICENSED BY THE 3DO COMPANY. NO LICENSE, IMPLIED OR OTHERWISE, IS GRANTED FOR THE EXECUTION OF OTHER SOFTWARE.

## Customer Support

*If you feel stuck in the game, or just need a hint, don't worry! You can call the PF. Magic Game Hint and Tip Line for help on this game and all the fine PF. Magic products.*

### PF. Magic Game Hint & Tip Line:

- 1-900-454-4PFM (1-900-454-4736)
- \$0.85 per minute charge
- Touch-tone phone required
- Minors must have parental permission before calling!